INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

elite®

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EPILEPSY WARNING

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights and patterns commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain games, including games played on the NES, Super NES and Game Boy systems. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you, or anyone in your family, has an epileptic condition. IMMEDIATELY discontinue use and consult your physician if you experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, disorientation, loss of awareness of your surroundings, mental confusion, dizziness, sickness, and/or convulsions.

PRECAUTIONS

Please read this instruction manual to ensure proper handling of your new game, and then save the manual for future reference.

1) *Always turn the power off before inserting or removing the Game Pak from your Super Nintendo Entertainment System.*
2) *This is a high precision game. It should not be stored in places that are very hot or cold.*
3) *Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.*
4) *Do not clean with benzene, paint thinner, alcohol or other such solvents.*

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INTRODUCTION

When STRIKER was originally released we believed the premier football game for the Super Nintendo had been developed, however after listening to you the customer we have enhanced the original game to bring you the ultimate challenge.

GETTING STARTED

Ensure the power to your SNES unit is turned OFF. Insert the Game Pak into your SNES unit and turn the power ON.

After the licensing screen has cleared, the Language Selection screen will be displayed. Select the appropriate language by pressing LEFT or RIGHT on the control pad. Confirm your selection by pressing the B button. After the ELITE logo has cleared The World Cup Striker introductory sequence will be displayed. This may be skipped by pressing the START button. After the introduction sequence has cleared, the Main Menu screen will be displayed with each option represented as an Icon. Icon meanings are displayed in the centre of the screen. Start a game by selecting either Friendly, World Cup or from the Other Competition's menu via the control pad. Confirm your choice by pressing the B button.

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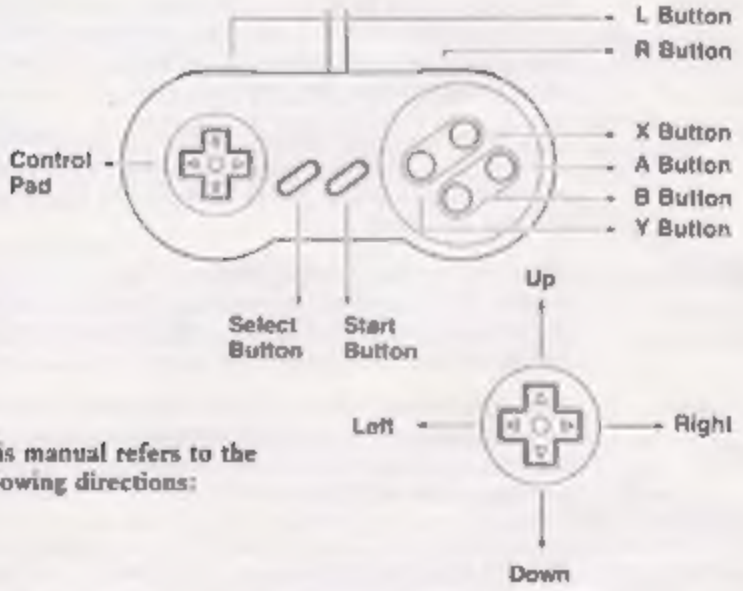
If you are new to World Cup Striker we suggest you begin by playing a Friendly game. After selecting the FRIENDLY MATCH option the Friendly Match Configuration screen is displayed, select a SINGLE PLAYER game. You may now choose the team you wish to play as by moving the highlighter with the control pad and pressing the B button. All teams are listed alphabetically. Once you have chosen your team you then choose your opponents in the same way. The team you have selected to play as, will be highlighted in white in the opponent's list. This team can not be selected as your opponent.

The View Team screen is now displayed, select the PLAY icon. The teams will now run onto the pitch and you begin play at the kick off.

GAME CONTROLLER FUNCTIONS

Striker is played using the following controller functions:



This manual refers to the following directions:

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Control Pad: *Up, Down, Left and Right will move the player currently under control (indicated by his number above his head) in the appropriate direction.*

Start Button: *This button will pause and unpause the game.*

Select Button: *This button allows you to make substitutions during 'dead' ball situations only. Press the B button twice to cancel this.*

Y Button: *Press this button to perform a huge power kick as well as overhead kicks, diving headers and high throw-ins. While the Keeper is in possession of the ball, this button will allow him to drop the ball and run with it.*

B Button: *This button performs a medium power kick, sliding tackles and takes goal kicks, free kicks, corners and low throw-ins. If the Keeper is in possession of the ball, he may perform a power kick and direct the ball with the control pad.*

A Button: *Press this button to perform a pass to the nearest player whilst directing the kick with the control pad, whilst a player does not have possession of the ball, he may deliberately make a foul tackle.*

X Button: *This button will display your chosen team formation and strategy. During a goal kick, corner or free kick, this button will allow you to scan players at the spot the ball will land.*

L Button: *Press this button to frame reverse the action in Action Replay mode or choose a player to be substituted in Substitution mode or alter the team formation while holding down the X button.*

R Button: *Press this button to frame advance the action in Action Replay mode or choose a player to be substituted in Substitution mode or alter the team strategy while holding down the X button.*

L & R Button Simultaneously: *Pressed simultaneously, these buttons allow you to exit from a game during play. You are then required to confirm your choice or you may return to the game.*

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GAME PLAY

Friendly Game

From the Main Menu options, all aspects of the game may be tailored to suit even hardened football players. You may play against the computer or in a two player match, where player one opposes player two. Using a multiplayer device, you may have up to 5 individuals controlling designated players from one team or both. Choose your team from the line up of 32 international teams.

World Cup

With all the glitz and glamour of the world's greatest football tournament. Choose your team from one of the pre-defined 24 international teams competing within one of the 6 World Cup Tournament groups. Or create your own World Cup 24 from the list of 32 international teams. From the World Cup Select Team menu, use the control pad to select the highlighted team then use the B button to select and cycle through the options of player control, computer control or the next available group fixture. All current team and player details may be stored and retrieved at a later date.

World Championship

Take one of the 32 international teams into the World Championship. This is a one player, 6 round instant knockout competition, in which every opponent is fighting for a place in the World Championships final and a place in the World Cup Striker – Special Cup. Each round becomes harder as you are pitched against increasingly tougher opponents. Unfinished championships may be stored in memory for future completion.

Special Cup

Successfully compete and beat the opponents of the World Championships and you are automatically placed in the World Cup Striker – Special Cup. This mini league of super teams consists of the awesomely skilled Elite and Rage teams. Each team plays each other twice.

World Tournament

The World Cup Striker – World Knockout competition has a host of options and allows 4, 8, 16 or all 32 teams to take part in this sudden death battle. From the World Tournament Select Team's screen, you can choose the number of teams taking part and the opponent's controller. Using the control pad to highlight the desired team, press the B button to select and cycle through the options of player control, computer control or de-select (' '). The matches may be played from a combination of computer or other player opponents. Unfinished championships may be stored in memory for future completion.

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World League

Take part in the World Cup Striker – World League competition. Up to 16 of the available 32 international teams may take place in this global league battle. Team selections are made in the same way as the World Tournament. Unfinished championships may be stored in memory for future completion.

Six-a-Side

From selecting the INDOOR option from the Options screen, all competitions (including the Friendly games) are played indoors as six a side tournaments. Each competition is played in exactly the same way as previously described. Unfinished championships may be stored in memory for future completion.

PLAYER CONTROLS

Control Pad

Player has possession:
- *Player will dribble the ball in the appropriate direction.*
- *Influences the direction of the ball when kicked (Aftertouch) or the amount of backspin.*

Player does not have possession:
- *Moves the player indicated by the number overhead.*
- *The player will slide tackle in the appropriate direction.*

Goalkeeper has possession:
- *Influences the direction of the ball when kicked or thrown (Aftertouch).*

Goal kick, corner or free kick:
- *LEFT and RIGHT on the control pad will change the direction in which the kick will be taken.*
- *UP and DOWN on the control pad alters the height of the kick.*

Throw-in:
- *LEFT, RIGHT, UP and DOWN on the control pad will change the direction in which the throw is taken.*

Y Button

Player has possession:
- *Player performs a huge power kick. The height of the kick may be affected by the length of time the Y button is held.*

Player does not have possession:
- *When the ball is in the air, the player can perform an overhead kick, diving header or an aerial header. The direction of either is controlled via the control pad.*

Goalkeeper has possession:
- *The Keeper can drop and run out with the ball.*

Throw-in:
- *Player takes a high throw-in.*

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B Button

Player has possession:

- *Player performs a medium power kick. The power of the shot is determined by the length of time the button is pressed down (as well as the players' individual attributes). After taking a kick, the control pad can be used to affect the direction of the shot. A back heel may be achieved if you press the B button and hold DOWN on the control pad.*

Player does not have possession:

- *When the ball is on the ground, the player will perform a sliding tackle. By using the control pad, you can direct the player as he makes a tackle.*

Goalkeeper has possession:

- *The Keeper performs a power kick. The power of the shot is determined by the length of time the button is pressed down (as well as the Keeper's individual attributes). After taking a kick, the control pad can be used to affect the direction of the shot.*

Goal kick, corner or free kick:

- *Player takes the goal kick, corner or free kick.*

Throw-in:

- *Player takes a low throw-in.*

A Button

Player has possession:

- *Player performs a pass to the nearest player in the direction that the control pad is being pressed. If no player is available, then a long kick is performed in the specified direction (Note: auto passing is not guaranteed).*

Player does not have possession:

- *Player performs a deliberate foul, chosen at random (but dependent on distance from the opposing player); from a late sliding tackle, to a shove or a high kick/challenge.*

Goalkeeper has possession:

- *Perform an auto pass. The Keeper will roll or throw the ball (dependent on distance) to the nearest player in the chosen direction. The nearest receiving player to the goalkeeper can be controlled by the control pad.*

X Button

- *At any time during the game, the formation and strategy of the team can be displayed by holding this button down.*
- *While holding this button down, press the L button to alter the formation and the R button to alter the strategy.*

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SELECT Button

During game play:

- *Press the SELECT button at 'dead ball' situations to make substitutions.*

L and R Buttons

- *Pressing the L and R buttons simultaneously will quit the current game. You must confirm your action by pressing the X button.*

Taking a goal kick:

- *Press the L button to take the kick from the left hand side of the goal and the R button to take the kick from the right hand side.*

OPTIONS

To complement the many features of World Cup Striker, a huge array of options are available which will alter nearly every aspect of the game play. From the MAIN MENU use the B button to select the Options screen. You are then presented with some useful options common to ALL the competitions including the friendlies. These options include:

Main Menu Options

- *Change the MATCH LENGTH from 1 to 90 minutes.*
- *Change from an 11-a-side outdoor game to a 6-a-side indoor game.*
- *Re-define the CONTROL OPTIONS of the keypad.*
- *In game MUSIC can be toggled ON or OFF.*
- *Select the EXTRA OPTIONS menu.*
- *All the previous tournament winners may be reviewed from the VIEW CUP WINNERS option.*
- *Reset the battery backed memory storage. You will be asked to confirm this action.*

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Extra Options Menu

Extra options are available for Friendly matches and the other competitions:

Options for Friendly Games Only

- *The PITCH SURFACE has four grades, from Wet to Hard.*
- *By using the ATTRIBUTES option, you may change the playing ability of the team by allowing each player to play depending on their own playing attributes or by fixing them to a standard. This allows higher ranking teams to play with equal abilities as the lower ranking ones.*
- *The REF has 3 ability ratings, from Poor to Tough*
- *Game play can be influenced by a variable WIND STRENGTH*
- *The goalkeeper can be controlled by the computer (with 3 grades of skill) or you. Select the KEEPER option respectively.*
- *Draws may be decided with extra time (STANDARD GAME), sudden death (FIRST TO SCORE, or PENALTIES*
- *Matches that are won may be awarded 2 or 3 points*

Options for ALL Competitions

- *The goalkeeper can be controlled by the computer (with 3 grades of skill, or you. Select the KEEPER option respectively.*
- *A win may be awarded 2 or 3 points.*

SQUAD SELECTION

Team Selection:

You may make your squad selection of 11 players from the line up of 16 players displayed. Positions are allocated by the adopted formation, going down the selected squad. You may assign players to become defenders, midfielders, forwards, sweepers (if the sweeper formation is being used) or goalies indicated by D, M, F, S and G respectively.

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Select the CHANGE LINE UP option. You can now move the highlighter with the control pad and select the player you wish to remove from the team by pressing the B button. The chosen player is now marked in a different colour. As the pointer moves to a new player, that player's attributes will be displayed at the bottom of the screen and his recommended playing position, at the top of the screen. Use this information in selecting the player you wish to add to the team, again by pressing the B button. The two players will now be swapped over.

Press the START button at any time to quit the CHANGE LINE UP feature.

Game Strategy:

Playing football is as much to do with the skill of the players as it is to do with the strategy you employ on the pitch. Striker is well equipped to allow formation and game strategy to enhance the playing ability of any team.

From the View Team screen, select the STRATEGY icon. You may now select the type of strategy and formation you wish your team to use during the game. To change the formation and strategy, use the B button.

Formation

The formation option allows you to disperse the team in one of eight ways.

Defender – Midfield – Forward	*7 options*
Sweeper Defender Midfield Forward	*1 option*

Strategy

Choose from one of the six different strategies.

Normal Attack, Open play Defence Careful or Counter

When your selection has been made, you may either quit the game by selecting the QUIT GAME icon or commence the game by selecting the PLAY icon.

SET PIECE FORMATION CONTROL

During a goal kick, free kick or corner, you may create your own formation of players to receive the ball.

Before taking the goal kick free kick or corner press the START button. The Formation Control screen will be displayed indicating the position of both teams' players. Press the B button to cycle through the different set piece formations available.

- *4 x Free kick formations*
- *4 x Corner formations*
- *5 x Goal kick formations*

You can also control the direction of the shot by using the control pad. Once you have made your changes press the START button to resume play.

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During a 1 player game, after you have chosen your formation the computer will then try to mark your men as soon as you have pressed the START button to resume play. It may be wise to take the shot quickly thus allowing your players to receive the ball in some free space.

During a 2 player and multiplayer match, player 2 can control his team's formation in the same way and thus try to mark the opposing team's players. Both players 1 and 2 must press the START button to resume play.

SUBSTITUTION

Pressing the SELECT button, at any 'dead ball' situation (such as goal kicks, free kicks, corners, kick offs etc.) during the game, will allow you to make substitutions. A player can be selected using the L or R buttons which cycle through the players on the pitch, each with an indication of their injury level, and pressing the B button when the correct player is shown. The L and R buttons then cycle through the players available for substitution (shown on the status panel). Pressing the B button swaps the appropriate players.

MULTIPLAYER GAMES WITH UP TO 5 PLAYERS

World Cup Striker takes the Super Nintendo to new heights with the aid of a 5 player multi-tap device (these may be purchased separately). Up to 5 players may experience the excitement of World Cup Striker.

Note. You may have up to 5 players against the computer team, or select a two player match where any combination of players may play the other. Control pad 1 and 2 will always be opposing each other. Control pads 3, 4 and 5 may be on either side but not both.

Connect the multiplayer device to port 2 of your Super Nintendo console. Connect control pads to the ports of the multiplayer device as required. From the View Team screen, select the MULTIPLE PLAYERS icon.

Player 1 will now be highlighted. The number to the right of the player position indicator displays the control pad number. Initially they are all set to control pad 1. Each player may decide which player they wish to play as by pressing the B button. The control pad number will change according to which control pad pressed B. When all the players have been selected select the PLAY icon. 2 player games are selected in the same way. If control pad 3 is playing with control pad 1 on the opposing team, then only control pads 4 & 5 may play with control pad 2.

Once you have decided who is playing as who, then you can select the PLAY icon. During game play, the player currently controlling the ball will have a number above his head which indicates the control pad number. Therefore, a player with the number 3 above his head is being controlled by control pad 3.

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STATISTICS

The Statistics screen will display useful information about the game that has just been played, i.e. information on the number of goals scored, the amount of shots on goal, corners taken, etc. Both teams statistics are displayed together. This menu will be shown after a match or after practice sessions.

KEEPER CONTROL

Located in the FRIENDLY OPTIONS screen is an option to change the control method of the goalkeeper. During friendly games only, it is possible to have either a manual or automatic goalkeeper.

AUTO KEEPER – GOOD, FAIR & POOR

With the goalkeeper option selected to either GOOD KEEPER, FAIR KEEPER or POOR KEEPER, the computer will assume control of the goalkeeper. The ability of the goalkeeper is graded from good to poor.

MANUAL KEEPER

With the MANUAL KEEPER option selected, you now assume control of the goalkeeper as the ball gets nearer to your goal area. The manual goalkeeper has more range than the auto keeper but you will need to control his movements as well. He can be controlled as follows:

Control Pad.

This will determine the direction of the goalie for movement and diving saves

Y or B Button

Press this button to dive for the ball

Note. If the ball lands at the goalie's feet, he will automatically pick the ball up and then kick it back out into play

GAME STORAGE AND RETRIEVAL

World Cup Striker is equipped with a very comprehensive save game facility which may be used while playing any of the championships, both indoor and outdoor. 20 store locations are available which will store all aspects of your current team and kit designs, as well as the games already played

Storing a Game

Whenever you wish to save a game during any of the tournaments, select the EXIT icon from relevant Championship Status screen and you will then be asked to store the game on the Exit Game screen. Select the STORE GAME icon and move the flashing highlight to the desired location. Press the B button to store the game. The chosen location will now display a relevant stored game message.

Note. You will only be asked to save the current championship if the details are different to those previously saved.

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Loading a Game

From the Main Menu screen it is possible to load a game that has been stored during a previous competition. Up to 20 uncompleted competitions can be stored and retrieved, so that play can be continued at a later date.

Select the LOAD GAME icon from the Main Menu screen and the Stored Game screen is displayed. Press the B button to highlight a stored game. Now use the control pad to highlight the previously stored competition that you wish to continue playing. Press the A button to load the desired game. You will now commence the previously stored game from where you left it.

Empty storage locations are displayed as such. To quit from the Stored Game screen, move the highlighter down from location 20 and select the MAIN MENU icon.

Resetting the Back-up Storage

The battery backed storage may be reset at any time from the Options menu. Select the RESET STORAGE icon. You will then be asked if you are sure. Select the RESET STORAGE icon to confirm. All team names, players and cup winners are reset to the original factory defaults.

PRACTICE

Before you attempt to take on the rest of the world, it may be wise to practice those all important techniques necessary for becoming the best. World Cup Striker is equipped with a practice mode where you can practice penalty shoot outs (against the computer or player two) or ball control. You may practice on an indoor or outdoor pitch depending on what option has been set.

Select the PRACTICE icon from the main menu. Now select either SHOOT OUT, 2 PLAYER SHOOT OUT or BALL CONTROL.

SHOOT OUT:

Select the team you wish to practice with. The computer will randomly select an opposing team. Confirm your selection with B button. You will now be placed on the penalty spot with a player from the opposing side in goal.

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Penalty Taking Practice

The directional cursor will continually move backwards and forwards across the screen. Use this as the target. The line of fire is from the player and passes through the cursor. When you have lined up a shot press the B button to take it. The control pad can be used to vary the height of the kick.

Each team takes up to 5 penalties. The penalties change to 'sudden death' if the score remains level after all 5 have been taken. At any time during practice you may quit out by pressing the L and R buttons simultaneously and confirming your choice with the X button.

Goalie Practice

Before the ball is kicked the goalie cannot move, once the ball has been kicked you can perform diving saves to the left or right as follows by using the control pad. The height of the dive is controlled by the computer.

2 PLAYER SHOOT OUT:

Two player shoot out practice is operated in the same way as the single player practice described above. In 2 player practice, however, player 2 will need to select the team he wishes to practice with.

BALL CONTROL:

To enable you to practice dribbling, passing, running with the ball, goal scoring, corners etc. the BALL CONTROL icon must be selected. You will be required to select the team you wish to practice with. Your team will now be able to practice all these moves on the pitch with no opposing side (apart from an auto-goalie).

Play control is as it is for a normal match. Corners and throw-ins can be practised by kicking the ball past your own goals for a corner and off the side lines for a throw-in. The auto goalie will perform goal kicks if he saves a shot or you kick the ball past his goal.

At any time during practice you may quit out by pressing the L and R buttons simultaneously and confirming your choice with the X button.

The STATISTICS screen will be displayed after completion of practice, analysing your play.

ACTION REPLAY

Was it or wasn't it? The question usually asked when the angle looks right but the ball still doesn't go in! There's no need to worry, World Cup Striker allows you to review up to 7 seconds of play. Useful for those disputed goals!

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During the game pressing the START button will pause the game. Whilst the game is paused you can watch an Action Replay of the previous 7 seconds action. If a goal is scored by a player, the run up to the goal is automatically replayed. The controls for the Action Replay are described as follows:

Control Pad:	*UP*	*will rewind the action.*
	DOWN	*will forward the action at normal play speed.*
	LEFT	*will fast rewind the action.*
	RIGHT	*will fast forward the action.*
X Button:	*Press to slow forward the action.*	
A Button:	*Press to slow rewind the action.*	
R Button:	*Press to frame advance the action.*	
L Button:	*Press to frame reverse the action.*	
B and Y Buttons:	*Press and hold to pause the replay.*	

At any time, to reactivate the action or stop the goal replay and thus stop the Action Replay and continue with the game, press the START button again. Replayed action is repeated continuously.

Note: You cannot replay immediately after a penalty.

In two and multiplayer player games, the player who scores the goal will control the Action Replay.

EDITING TEAMS

With 32 international squads from all over the world to choose from, there should not be a shortage of competition. If however you get bored with certain squads or would like to see more familiar, national squads on the list, then the World Cup Striker Team Editor is definitely for you. All 32 teams can be altered, from just their name to the colour of their kit. All edited teams will be saved when you store an unfinished competition.

How To Edit Squads:

From the main menu select the EDIT TEAM icon. You will now be allowed to choose the team you wish to alter from the list of 32 international sides. Use the control pad to highlight your chosen team and press the B button.

You are now at the Edit Team main menu. Here, you can alter the team name and individual player details (EDIT DETAILS icon), re-design the team kit (KIT DESIGN icon) or restore a previously altered team to the computer default team (CANCEL CHANGES icon). Use the control pad to highlight the team characteristic you wish to alter and press the B button.

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Edit Team and Player Names

If you selected EDIT DETAILS icon, use the control pad to highlight the desired letters and press the B button to scroll forwards through the alphabet and the Y button to scroll backwards. As you highlight a different player's name, the recommended playing position is displayed at the top of the screen. Any mistakes made, can be corrected manually or by selecting the CANCEL CHANGES icon. This will restore the team to their original details prior to editing.

You may enter a team name up to 10 characters in length and player names up to 14 characters in length. All 16 players' names may be changed in this way. You may quit the EDIT DETAILS option by pressing the START button.

Kit Designer

Use the control pad to select the CHANGE DESIGN icon and the B button to confirm. Now use the control pad to highlight the desired PRIMARY or SECONDARY kit characteristic. Pressing the B or Y buttons will change the desired attribute on the player to the left for the PRIMARY kit and on the player to the right for the SECONDARY kit. The following attributes may be tailored to your individual taste:

Player Skin colour – 4 shades.
Player Hair colour – 4 shades.
Shirt colour – 28 shades.
Stripe colour – 28 shades.
Shorts colour – 28 shades.
Sock colour – 28 shades.

Highlight the OK icon when you are satisfied with your design and press the B button.

Leaving The Squad Editor

You may now retain your settings by selecting the MAIN MENU icon on the Edit Team main menu or restore the original settings by selecting the CANCEL CHANGES icon.

NOTE: All team options may be restored at any time from the team editor menu.

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